

'VERMIN INVADERS'



FOR
SEGA
SG-1000



Invaders from space are attacking the planet Earth.
You must stop them, but how long can you last ...
Features high speed machine code graphics and
sound! (ARCADE GAME)

TRIDENT TECHNOLOGICAL SYSTEMS

VERMIN INVADERS

MISSION OBJECTIVE:

You are the last line of Earth defence remaining. You must prevent the Alien Invaders from destroying EARTH

IMPORTANT POINTS ON PLAY:

Avoid being hit by Aliens or Alien fire. You start with 3 MK 5 interceptor craft. You will receive an extra craft at every 10,000 points. The game ends when all of your craft have been annihilated or the invaders pass your defences. The invaders get faster as you destroy them.

HOW THE PLAY:

Use the joystick to control your direction and firing
OR keyboard controls



— move left

— move right

SPACE BAR — fire lasers

SCORING:

TOP	Row 1 — 50 pts
	Row 2 — 30 pts
	Row 3 — 30 pts
	Row 4 — 10 pts
BOTTOM	Row 5 — 10 pts
	U F O — 30 Pts

LOADING INSTRUCTIONS

- 1 Turn on the computer
- 2 Place the tape into the recorder and rewind it
- 3 Type LOAD and press the (CR) key
- 4 Press the PLAY button on the recorder
- 5 After loading you must immediately type RUN and press the (CR) key (You must leave the tape recorder on)

The program will start running when loading is completed

NOTE: On the SEGA SR-1000 data recorder the PLAY button has been replaced by the LOAD button

If a loading error occurs then rewind the tape and try again from Step 1 with a different volume setting. If you still cannot load the program then use the copy on the other side of the tape.

IMPORTANT: You should always rewind the tape after use and place it back into its case, as otherwise this may damage the tape by not doing this.